

H8/3048 Series, H8/3052 Series,  
H8/3062 Series, H8/3067 Series,  
H8/3007 Series FP-100B/TFP-100B  
User System Interface Cable  
(HS3064BECH61H)  
for E6000 Emulator

User's Manual



Rev. 3.0  
4/1/03  
Renesas Technology Corp.

HS3064BECH61HE(C)

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## Preface

Thank you for purchasing this user system interface cable (HS3064BECH61H) for the Renesas's original microcomputer H8/3048 Series, H8/3052 Series, H8/3062 Series, H8/3067 Series, H8/3007 Series.

The HS3064BECH61H is a user system interface cable that connects an H8/3048 Series, H8/3052 Series, H8/3062 Series, H8/3067 Series, H8/3007 Series E6000 emulator (HS3064BEPI61H; hereinafter referred to as the emulator) to the IC socket for a FP-100B/TFP-100B package for the H8/3048 Series, H8/3052 Series, H8/3062 Series, H8/3067 Series, H8/3007 Series MCU on the user system.

# Contents

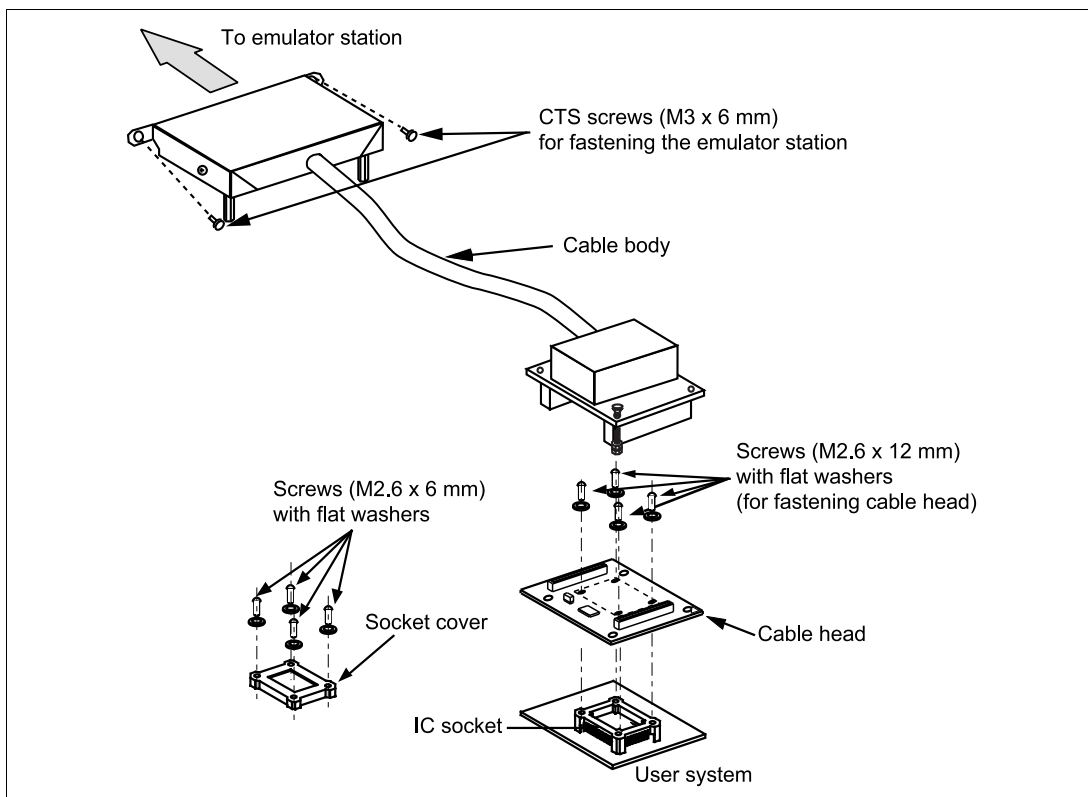
Section 1	Configuration.....	1
Section 2	Connection Procedures .....	3
2.1	Connecting User System Interface Cable to Emulator Station .....	3
2.2	Connecting User System Interface Cable to User System .....	5
2.2.1	Installing IC Socket .....	5
2.2.2	Soldering IC Socket .....	5
2.2.3	Inserting Cable Head .....	6
2.2.4	Fastening Cable Head .....	6
2.2.5	Fastening Cable Body .....	8
2.3	Recommended Dimensions for User System Mount Pad .....	9
2.4	Dimensions for User System Interface Cable Head .....	10
2.5	Resulting Dimensions after Connecting User System Interface Cable .....	11
Section 3	Installing the MCU to the User System.....	12
Section 4	Verifying Operation.....	14
Section 5	Notice .....	15

## Section 1 Configuration

### CAUTION

**Use an IC149-100-054-B51 socket (manufactured by YAMAICHI ELECTRONICS Co., Ltd.) for the FP-100B/TFP-100B package IC socket on the user system.**

Figure 1 shows the configuration of the HS3064BECH61H user system interface cable for the FP-100B/TFP-100B package.



**Figure 1 HS3064BECH61H User System Interface Cable**

Table 1 lists the HS3064BECH61H components. Please make sure you have all of these components when unpacking.

**Table 1 HS3064BECH61H Components**

No.	Component	Quantity	Remarks
1	Cable body	1	
2	Cable head	1	
3	IC socket	1	For the FP-100B/TFP-100B package
4	Socket cover	1	For installing an FP-100B/TFP-100B-packaged MCU
5	Screws (M2.6 x 12 mm)	4	For fastening cable head (with four flat washers)
6	Screws (M2.6 x 6 mm)	4	For installing an FP-100B/TFP-100B-packaged MCU (with four flat washers)
7	CTS screws (M3 x 6 mm)	2	For fastening the emulator station
8	Documentation	1	User's manual for HS3064BECH61H (this manual)

## Section 2 Connection Procedures

### 2.1 Connecting User System Interface Cable to Emulator Station

#### **WARNING**

**Observe the precautions listed below. Failure to do so will result in a FIRE HAZARD and will damage the user system and the emulator product or will result in PERSONAL INJURY. The USER PROGRAM will be LOST.**

- 1. Always switch OFF the user system and the emulator product before the USER SYSTEM INTERFACE CABLE is connected to or removed from any part. Before connecting, make sure that pin 1 on both sides are correctly aligned.**
- 2. The user system interface cable dedicated to the emulator must be used.**

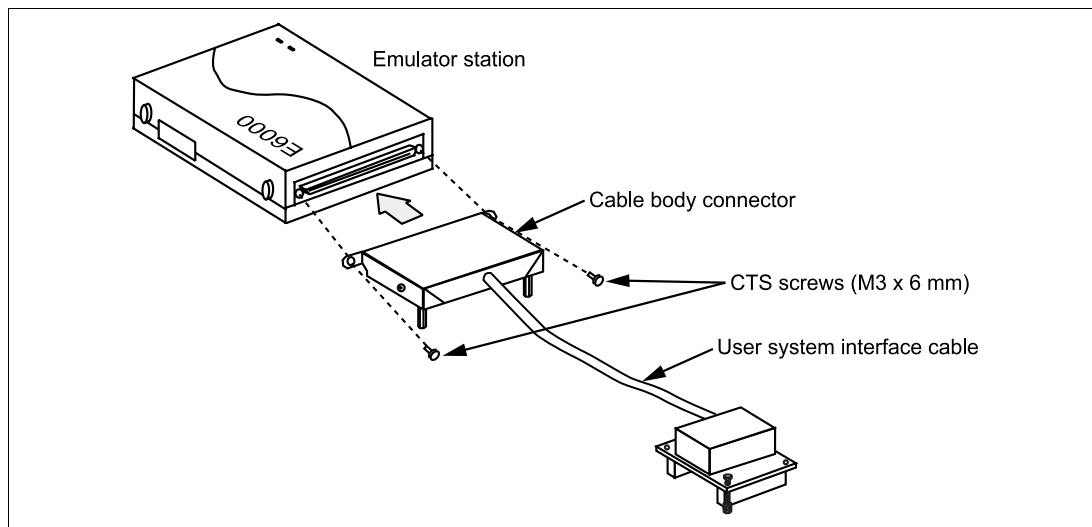
To connect the cable body to the emulator station, follow the instructions below.

1. Make sure the user system and emulator station are turned off.

#### **CAUTION**

**When connecting or removing the user system interface cable, apply force only in the direction suitable for connection or removal, while making sure not to bend or twist the cable or connectors. Otherwise, the connectors will be damaged.**

2. After making sure the direction of the cable body connector is correct, firmly insert the cable body connector into the emulator station socket, and fasten the emulator station with two CTS screw (M3 x 6 mm). (figure 2)



**Figure 2 Connecting User System Interface Cable to Emulator Station**



## 2.2 Connecting User System Interface Cable to User System



**Always switch OFF the user system and the emulator product before the USER SYSTEM INTERFACE CABLE is connected to or removed from any part. Before connecting, make sure that pin 1 on both sides are correctly aligned. Failure to do so will result in a FIRE HAZARD and will damage the user system and the emulator product or will result in PERSONAL INJURY. The USER PROGRAM will be LOST.**

To connect the cable head to the user system, follow the instructions below.

### 2.2.1 Installing IC Socket

After checking the location of pin 1 on the IC socket, apply epoxy resin adhesive to the bottom of the IC socket for an FP-100B/TFP-100B package, and fasten it to the user system before soldering.

### 2.2.2 Soldering IC Socket

After fastening, solder the IC socket for an FP-100B/TFP-100B package to the user system. Be sure to completely solder the leads so that the solder slopes gently over the leads and forms solder fillets. (Use slightly more solder than the MCU.)

### 2.2.3 Inserting Cable Head

## CAUTION

**Check the location of pin 1 before inserting.**

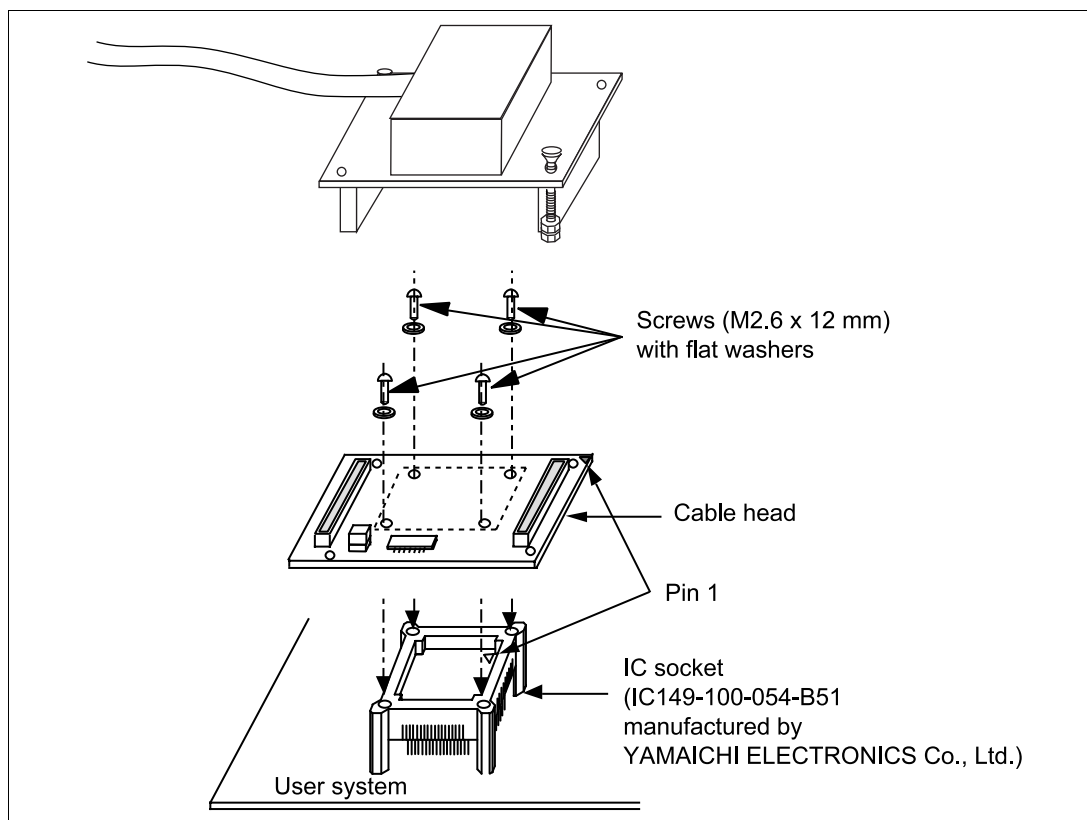
Align pin 1 on the IC socket for an FP-100B/TFP-100B package on the user system with pin 1 on the user system interface cable head, and insert the user system interface cable head into the IC socket on the user system, as shown in figure 3.

### 2.2.4 Fastening Cable Head

## CAUTION

1. Use a Philips-type screwdriver whose head matches the screw head.
2. The tightening torque must be 0.294 N•m or less.  
If the applied torque cannot be accurately measured, stop tightening when the force required to turn the screw becomes significantly greater than that needed when first tightening. If a screw is tightened too much, the screw head may break or an IC socket contact error may be caused by a crack in the IC socket solder.
3. If the emulator does not operate correctly, cracks might have occurred in the solder. Check conduction with a tester and re-solder the IC socket if necessary.

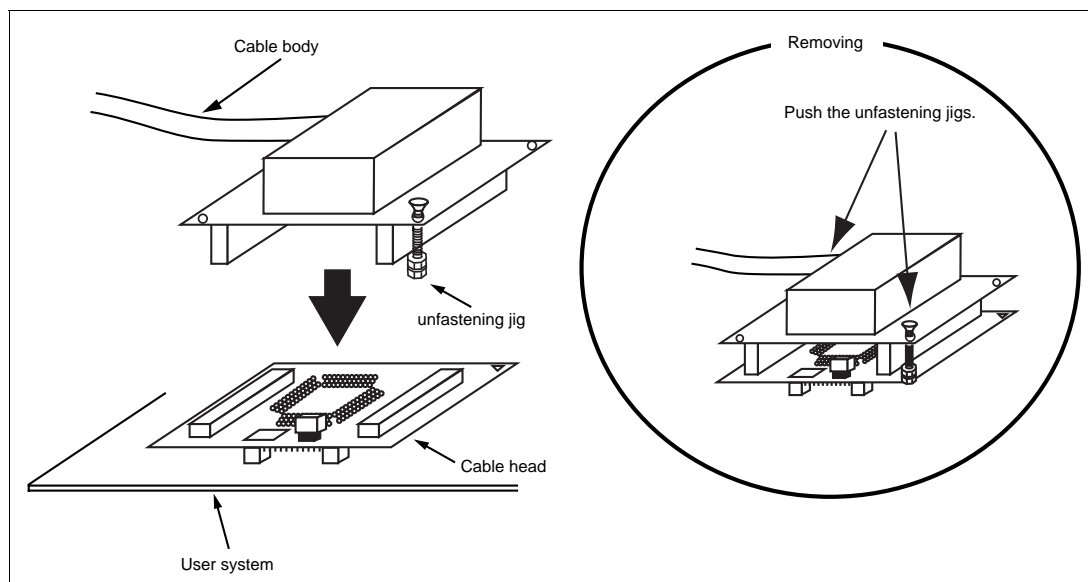
Fasten the user system interface cable head to the IC socket for an FP-100B/TFP-100B package on the user system with the four screws (M2.6 x 12 mm; with four flat washers) provided. Each screw should be tightened a little at a time, alternating between screws on opposing corners. Take special care, such as manually securing the IC socket soldered area, to prevent the soldered IC socket from being damaged by overtightening the screws or twisting the components.



**Figure 3 Connecting User System Interface Cable to User System**

### 2.2.5 Fastening Cable Body

Connect the cable body to the cable head.



**Figure 4 Fastening Cable Body**

## 2.3 Recommended Dimensions for User System Mount Pad

Figure 5 shows the recommended dimensions for the mount pad (footprint) for the user system with an IC socket for an FP-100B/TFP-100B package (IC149-100-054-B51; manufactured by YAMAICHI ELECTRONICS Co., Ltd.). Note that the dimensions in figure 5 are somewhat different from those of the actual chip's mount pad.

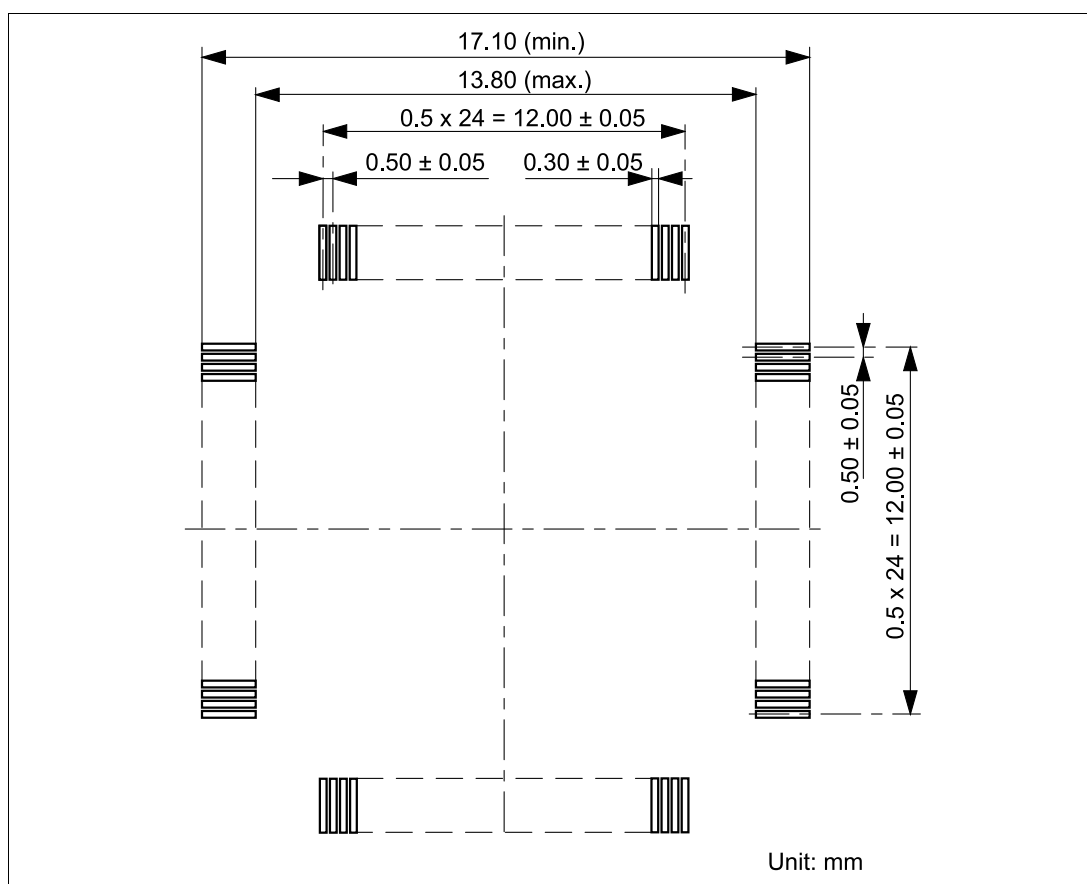
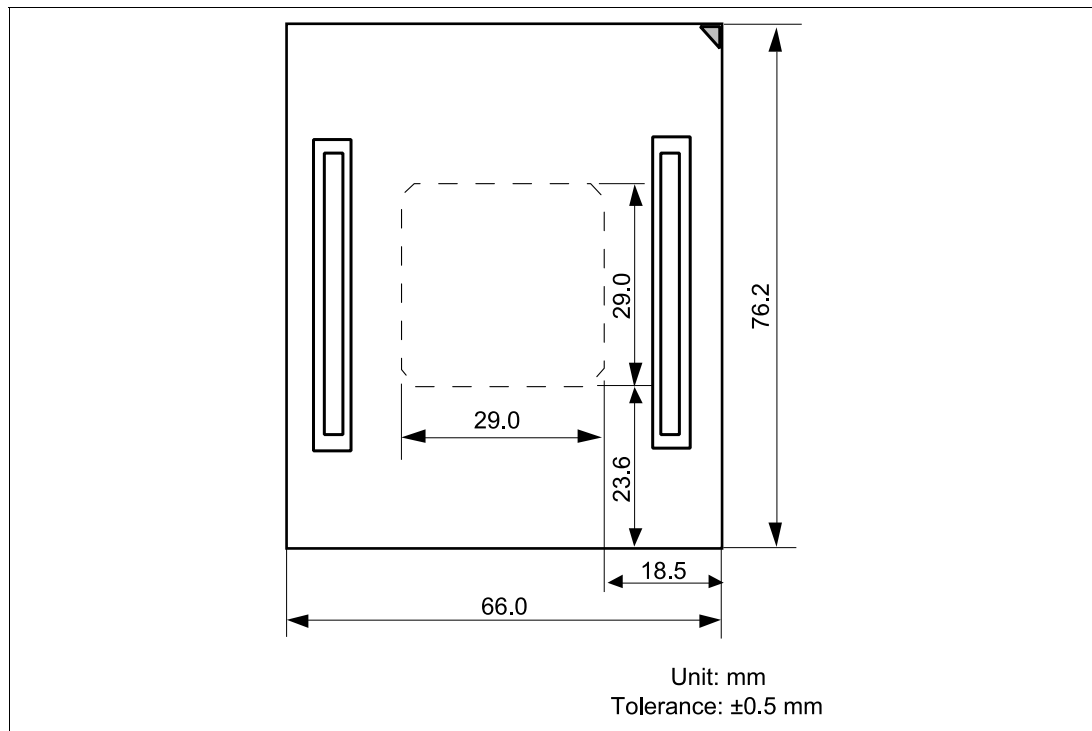


Figure 5 Recommended Dimensions for Mount Pad

## 2.4 Dimensions for User System Interface Cable Head

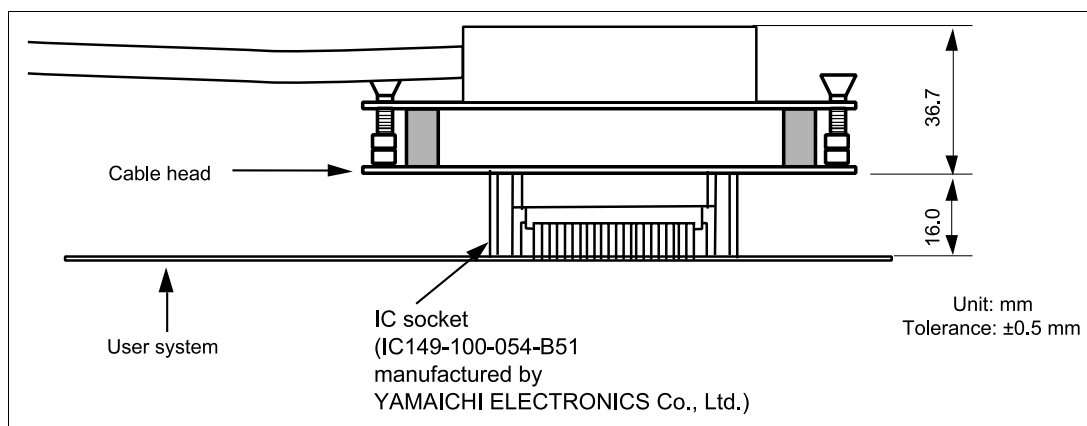
The dimensions for the user system interface cable head are shown in figure 6.



**Figure 6 Dimensions for User System Interface Cable Head**

## 2.5 Resulting Dimensions after Connecting User System Interface Cable

The resulting dimensions, after connecting the user system interface cable head to the user system, are shown in figure 7.



**Figure 7 Resulting Dimensions after Connecting User System Interface Cable**

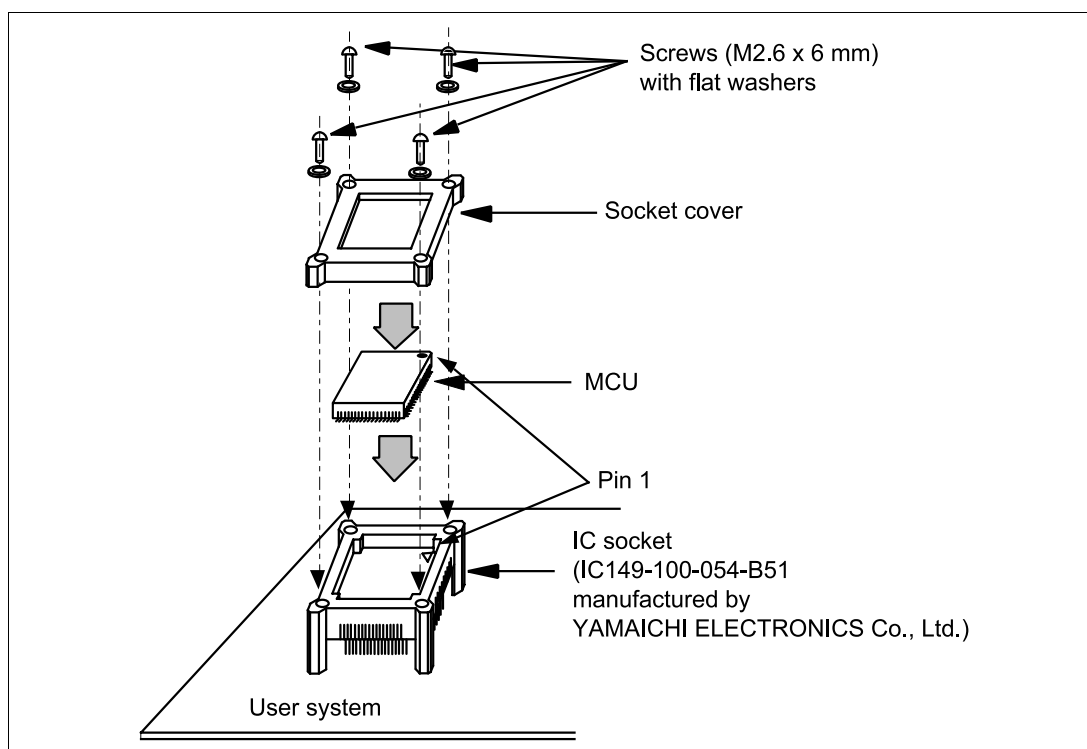
## Section 3 Installing the MCU to the User System

### CAUTION

1. Check the location of pin 1 before inserting.
2. Use a Philips-type screwdriver whose head matches the screw head.
3. The tightening torque must be 0.294 N•m or less.  
If the applied torque cannot be accurately measured, stop tightening when the force required to turn the screw becomes significantly greater than that needed when first tightening. If a screw is tightened too much, the screw head may break or an IC socket contact error may be caused by a crack in the IC socket solder.
4. If the MCU does not operate correctly, cracks might have occurred in the solder. Check conduction with a tester and re-solder the IC socket if necessary.

Check the location of pin 1 before inserting the MCU into the IC socket on the user system, as shown in figure 8. After inserting the MCU, fasten the socket cover with the provided four screws (M2.6 x 6 mm; with four flat washers). Take special care, such as manually securing the IC socket soldered area, to prevent the IC socket from being damaged by overtightening the screws or twisting the components.



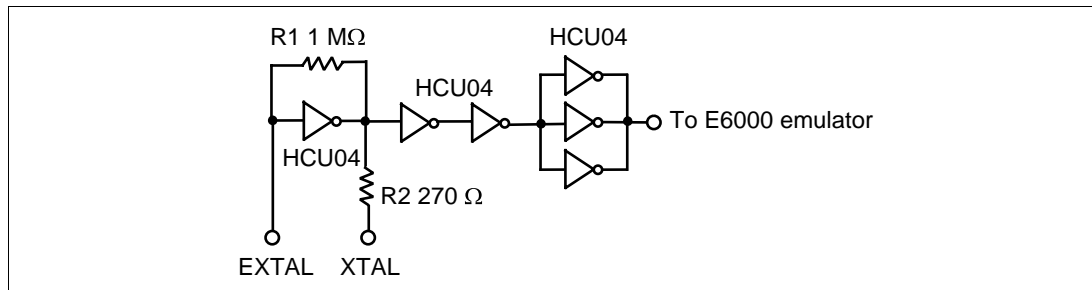


**Figure 8 Installing MCU to User System**

## Section 4 Verifying Operation

1. When using the H8/3048 Series, H8/3052 Series, H8/3062 Series, H8/3067 Series, H8/3007 Series E6000 emulator (HS3064BEPI61H), turn on the emulator according to the procedures described in the H8/3048 Series, H8/3052 Series, H8/3062 Series, H8/3067 Series, H8/3007 Series E6000 Emulator User's Manual (HS3064BEPI61HE).
2. Verify the user system interface cable connections by accessing the external memory and ports to check the bus states of the pins with the MEMORY\_FILL command (emulator command). If an error is detected, recheck the soldered IC socket and the location of pin 1.
3. The emulator connected to this user system interface cable supports two kinds of clock sources: an emulator internal clock and an external clock on user system. For details, refer to the H8/3048 Series, H8/3052 Series, H8/3062 Series, H8/3067 Series, H8/3007 Series E6000 Emulator User's Manual (HS3064BEPI61HE).
  - To use the emulator internal clock  
Select the clock in the emulator station as the system clock ( $\phi$ ) by using the CLOCK command (emulator command).
  - To use the external clock on the user system as the system clock  
Select target clock t or t2 with the CLOCK command (emulator command). Supply the external clock from the user system to the emulator by inputting the external clock from the EXTAL terminal on the cable head or connecting a crystal oscillator to the EXTAL and XTAL terminals. For details, refer to section, Clock Pulse Generator, in the H8/3048 Series, H8/3052 Series, H8/3062 Series, H8/3067 Series, H8/3007 Series Hardware Manual.

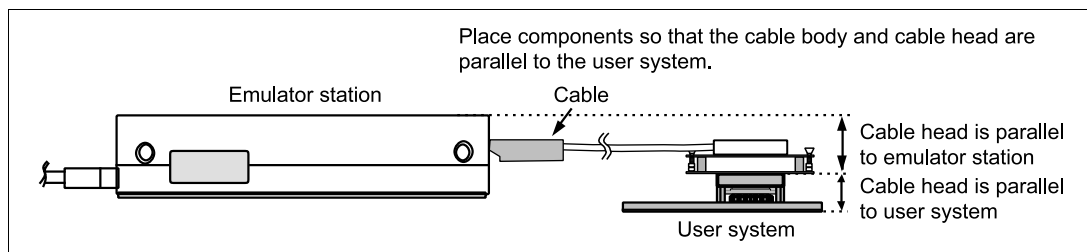
Figure 9 shows the oscillator circuit on the user system interface cable.



**Figure 9 Clock Oscillator**

## Section 5 Notice

1. Make sure that pin 1 on the user system IC socket is correctly aligned with pin 1 on the cable head before inserting the cable head into the user system IC socket.
2. The dimensions of the recommended mount pad for the user system IC socket are different from those of the MCU.
3. This user system interface cable is specifically designed for the HS3064BEPI61H emulator. Do not use this cable with any other emulator station.
4. To prevent breaking of wires in the cable body, do not place heavy or sharp metal objects on the user system interface cable.
5. While the emulator station is connected to the user system with the user system interface cable, force must not be applied to the cable head. Place the emulator station, user system interface cable, and user system as shown in the example in figure 10.

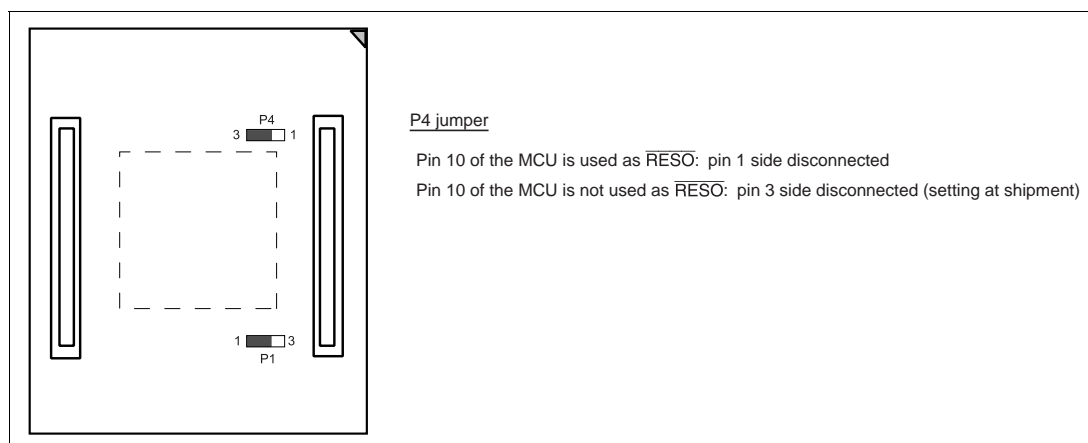


**Figure 10 User System Interface Cable Location Example**

6. The P1 jumper is used for testing. A jumper pin is inserted in pin 1 side. Do not remove the inserted jumper pin.

## CAUTION

**Insert the jumper pin in pin 3 side for P4 jumper when pin 10 of the MCU is not used as RESO. Otherwise the user system interface cable, the emulator product, and the user system will be damaged.**



**Figure 11 Jumper**